



SONIC

THE COMIC

**DO
THE
TIME
WARP**

ON RETURN OF CHAOTIX!

**PLUS ...
KNUCKLES!**

**SONIC'S
WORLD!**

DECAP ATTACK!

**NEW
STORY**

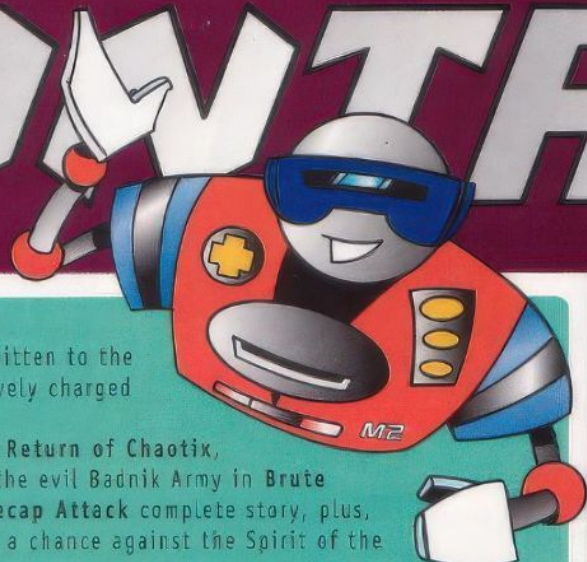
FA '96 REVIEW! BATMAN @ ZONE! BALLHOG PIN-UP!

**£1.20 • No 70
2 FEBRUARY 1996**



FORTNIGHTLY

CONTROL ZONE



Hey, Boomers!

If I had finger nails, they'd be bitten to the quick by now as this issue is positively charged with dynamic drama...

Sonic's imperilled in the past in Return of Chaotix, while the present is threatened by the evil Badnik Army in Brute Force. Nanny Knows Best in the Decap Attack complete story, plus, find out if Knuckles has a ghost of a chance against the Spirit of the Herd in The Graveyard.

Watch out, there's another Badnik about in our centre pages! Plus, there's the conclusion to the Batman Forever Q Zone. Also, as promised, Sega are giving away a mega Sonic & Knuckles Camera to everyone who has their handywork printed in Speedlines. There's plenty to sound off to STC about, so send those letters and drawings in and you too could be snap happy! See you in two weeks time (there's a FREE Sonic Valentine's Card for you to send to a mega-hume of your choice).

Megadroid

CREEPLY COMPO RESULTS!

STC has conjured up the results to issue 64's happening Halloween issue. All you had to do was name the vegetable commonly associated with Halloween. The answer was 'Pumpkin' and the following entrants names were plucked from Joshua Morris' attic - Well done (and thanks to all other Boomers who entered the Competition).

25 CREEPY TOWERS WINNERS

Ben Anderson, Stavanger, Norway. **James Ashdown**, Tolpuddle, Dorset. William Burrows, Grantham, Lincs. **Shaun Chadwick**, Sutton Coldfield, W Midlands. Sally Clerke, St Andrews, Bristol. **Sam Fleet**, Grimsby, S Humberside. Joe Gallagher, Nottingham. **Shaun Gallagher**, Yaldley, Birmingham. Adam Griffiths, Weanefield, Wolverhampton. **Tom Griffiths**, Templecombe, Somerset. Chris Hall, S Glamorgan, Wales. **Timothy Heath**, Hythe, Southampton. Rachel

Hendry, Bexleyheath, Kent. **Rachael Hodgson**, Shildon, Co Durham. Sam Hood, Dundee, Scotland. **Tom Hunter**, Woodford Green, Essex. Shannon Kavanagh, Tamworth, Staffs. **Daniel Kay**, Malvern, Worcs. Ross O'Reilly, Newton Abbott, Devon. **Ian Petch**, Drifffield, E Yorks. Gina Phan, St Andrews, Bristol. **Jan Ross**, Croydon, Surrey. Bernie Siddall, Coventry, W Midlands. **Kai Bond Sin**, Farnham Common, Bucks. Craig Stewart, Tynemouth, Sunderland.

30 CREEPY CAN WINNERS

Richard Davis, Dyfed, Wales. **Ross Ducker**, Sheffield, S Yorks. Tom Nathan Farre, Buckhurst Hill, Essex. **Ryan Field**, Colchester, Essex. Bryan Gale, Mr Camberley, Surrey. **Oliver Grant**, Frettenham, Norwich. Alex Halford, Derby, S Yorks. **Michael Harkness**, Newcastle-upon-Tyne. Joe Harrison, Cirencester, Glos. **Cormac Holohan**, Mitcham, Surrey. Ross House, Chalfont St Peter, Bucks. **Stephanie Jones**, Burton-on-Trent, Staffs. Richard Knight, Folkestone, Kent. **Tia Kowell**, Blackheath, London. Fung Lam, Mid Glamorgan, Wales. **Matthew Lamba**, Leicester. C Lazenby, Torquay, Devon. **Jasmine Legg**, Leeds, S Yorks. Conal McBride, Newry, N Ireland. **Conor McCarthy**, Belfast, N Ireland. Ricky Millar, Coventry, W Midlands. **Bobby Murray**, Belfast, N Ireland. Adrian Parker, Barrow-in-Furness, Cumbria. **Robert Parkhouse**, Newton Abbott, Devon. Terence Pearce, Halifax, W Yorks. **James Power**, Mill Hill, London. Richard Rout, Hull, N Yorks. **Thomas Stanton**, Walthamstow, London. Luke Toms, Harrow, Middlesex. **Gemma Wouters**, Rochester, Kent.

SEGA

CHARTS
COMPILED
BY
GALLUP

ELSPA
ENTERTAINMENT
SOFTWARE
PUBLISHERS
ASSOCIATION

↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 NEW FIFA SOCCER '96
- 2 ● MICRO MACHINES '96
- 3 ↓ MORTAL KOMBAT 3
- 4 ↓ FIFA SOCCER '95
- 5 ● MICKEY MANIA
- 6 ↓ PGA TOUR GOLF 3
- 7 RE MICRO MACHINES 2
- 8 RE THEME PARK
- 9 RE SONIC AND KNUCKLES
- 10 RE SONIC THE HEDGEHOG 2

MEGA-CD

- 1 ↑ SOULSTAR
- 2 RE ETERNAL CHAMPIONS
- 3 ↑ EARTHWORM JIM
- 4 ↓ GROUND ZERO TEXAS
- 5 ↓ BRUTAL: PAWS OF FURY
- 6 ↓ MICKEY MANIA
- 7 RE SEGA CLASSICS
- 8 ↓ NBA JAM
- 9 ↓ WORLD CUP USA '94
- 10 RE SNATCHER

MASTER SYSTEM

- 1 ↑ MICKEY MOUSE 2
- 2 ● ROBOCOP V TERMINATOR
- 3 ↓ SONIC THE HEDGEHOG
- 4 ● JAMES POND 2 - ROBODOD
- 5 RE STREETS OF RAGE
- 6 ↓ THE LION KING
- 7 NEW ECCO
- 8 ● ASTERIX AND THE SECRET MISSION
- 9 RE SONIC THE HEDGEHOG 2
- 10 ↓ JUNGLE BOOK

GAME GEAR

- 1 ↑ STAR TREK: GENERATIONS
- 2 ↑ SONIC CHAOS
- 3 ↑ THE LION KING
- 4 RE DRAGON: THE BRUCE LEE STORY
- 5 ↓ STRIDER 2
- 6 ↑ SONIC DRIFT RACING
- 7 ↓ FANTASTIC ADVENTURES OF DIZZY
- 8 RE DROPZONE
- 9 RE SONIC THE HEDGEHOG 2
- 10 RE CJ'S ELEPHANT ANTICS

● JOURNAL **Deborah Tate**

● ASSISTANT EDITOR **Andrew Wong**

● DESIGNER **Sery Knight**

● EDITORIAL ASSISTANCE: **William Pottier**

● COVER: **Miguel Debblyn**

● DRAWING EDITOR: **Richard Beaton**

● MANAGER: **Job McMenamy**

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SONIC

THE HEDGEHOG

The Return of Chaotix

Part 4

Script:
NIGEL KITCHING

Art:
RICHARD ELSON

Lettering:
JULIE DUNVILLE

THE BROTHERHOOD OF METALLIX HAVE TRAVELLED BACK IN TIME AND CHANGED HISTORY!

NOW THEY RULE PLANET MOBIUS AND THE FEW REMAINDERS OF THE RIGHTFUL POPULATION ARE FORCED TO HIDE BENEATH THE PLANET'S SURFACE.

SONIC AND CHAOTIX ARE TRYING TO FIGURE OUT WHAT TO DO NEXT!

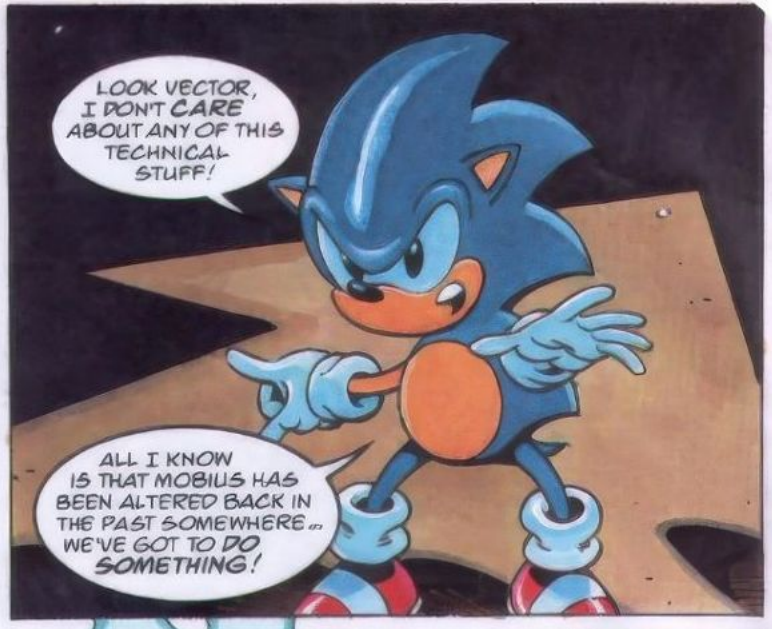
I JUST DON'T BELIEVE THIS!

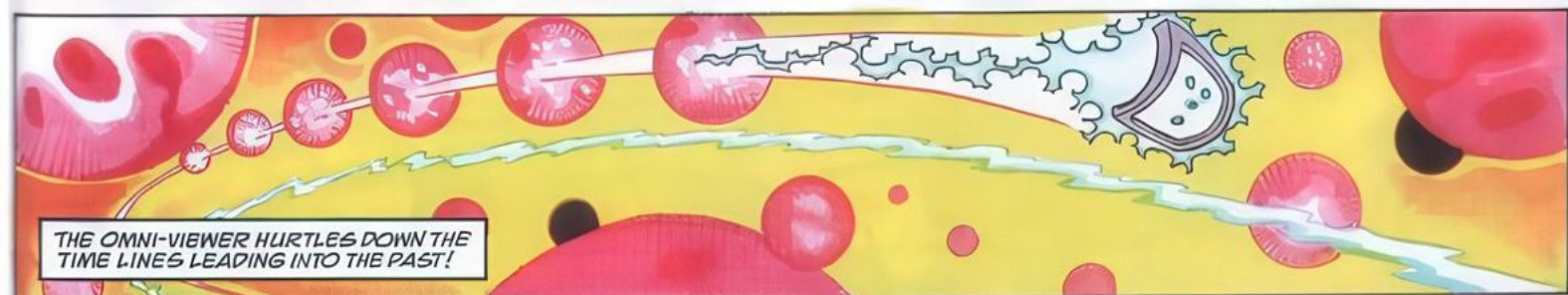
DOCTOR KINTOBOR, HAVE YOU HEARD OF A BRUTAL DICTATOR BY THE NAME OF DOCTOR ROBOTNIK?

ROBOTNIK?
NO... I'D REMEMBER A NAME AS STUPID AS THAT!

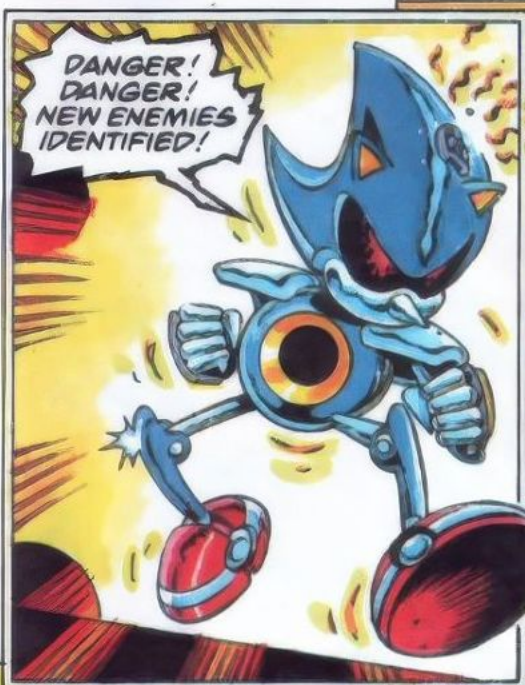
DOCTOR ROBOTNIK IS YOU! AT LEAST THAT'S WHO YOU WERE SUPPOSED TO CHANGE INTO... BEFORE THE METALLIXES ALTERED HISTORY, THAT IS!

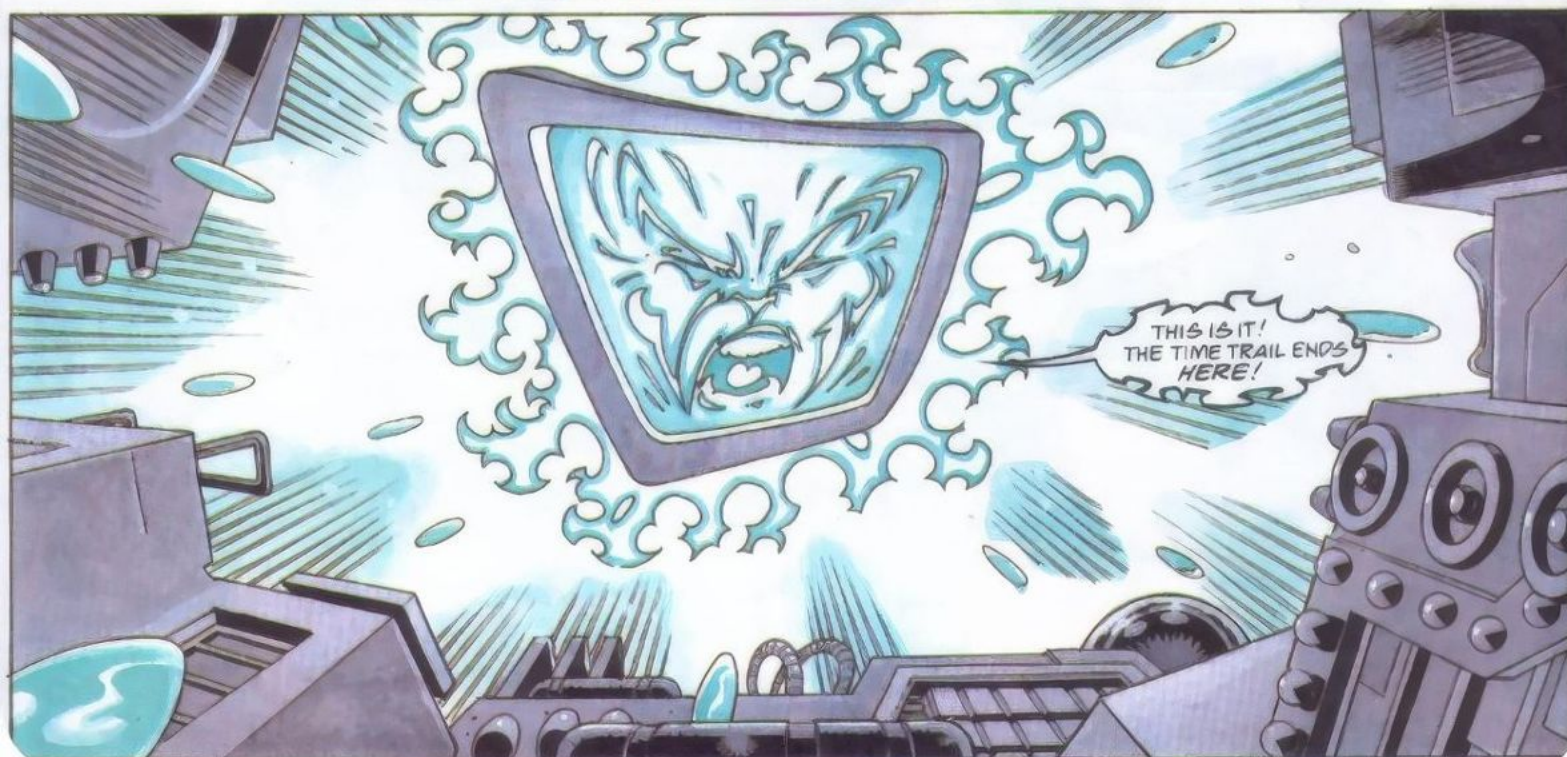


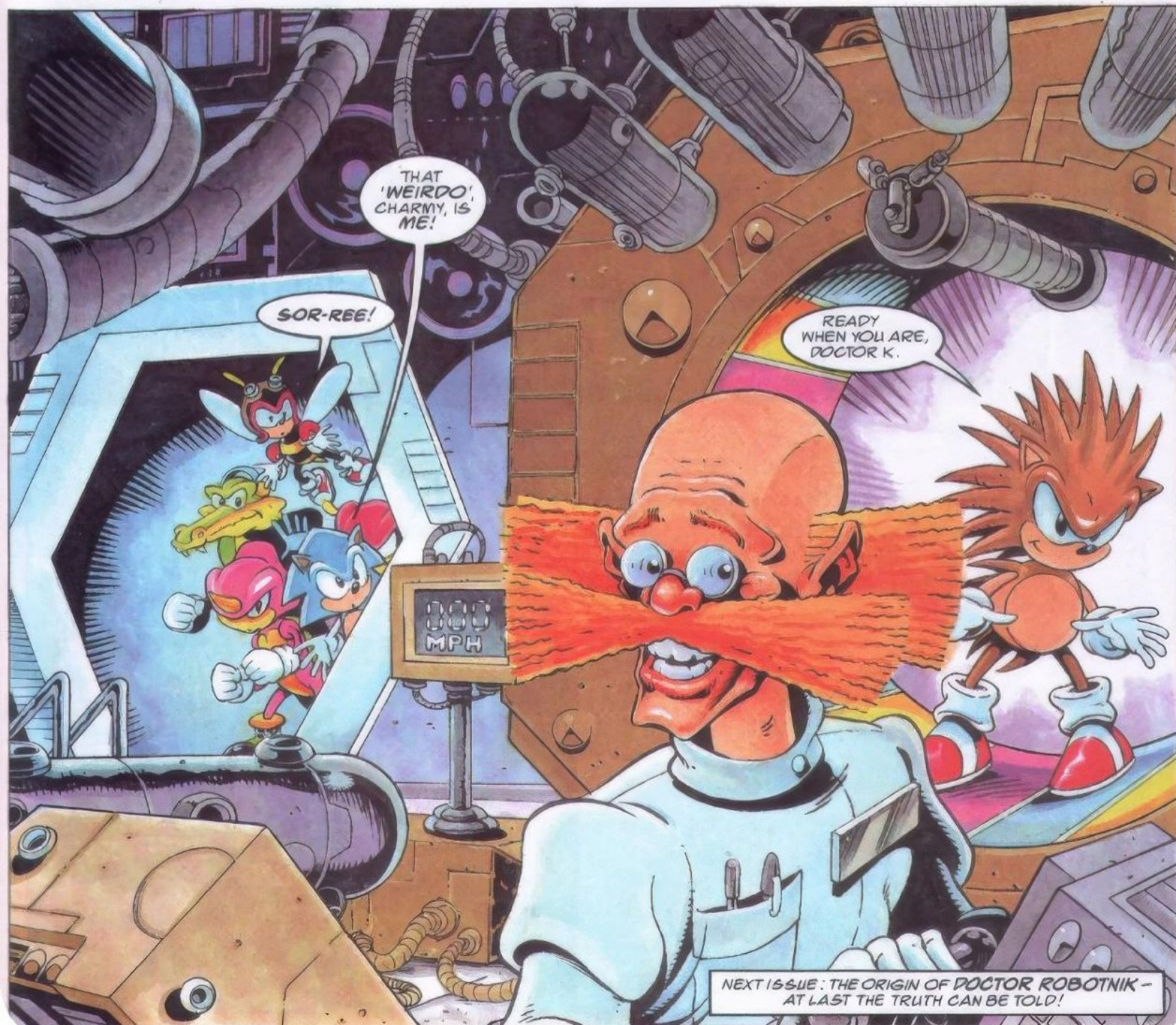
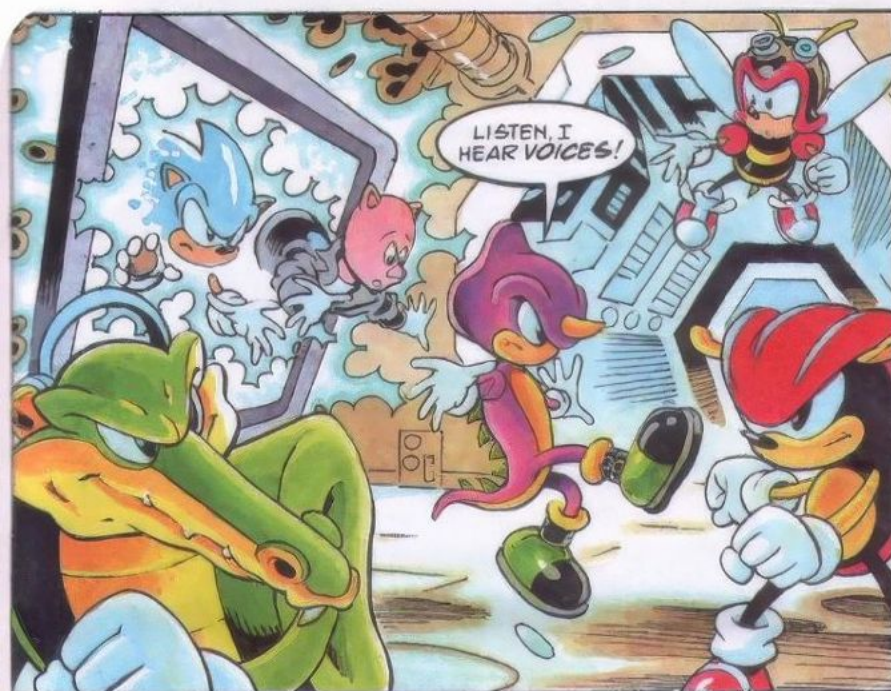












NEXT ISSUE: THE ORIGIN OF DOCTOR ROBOTNIK - AT LAST THE TRUTH CAN BE TOLD!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALSville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

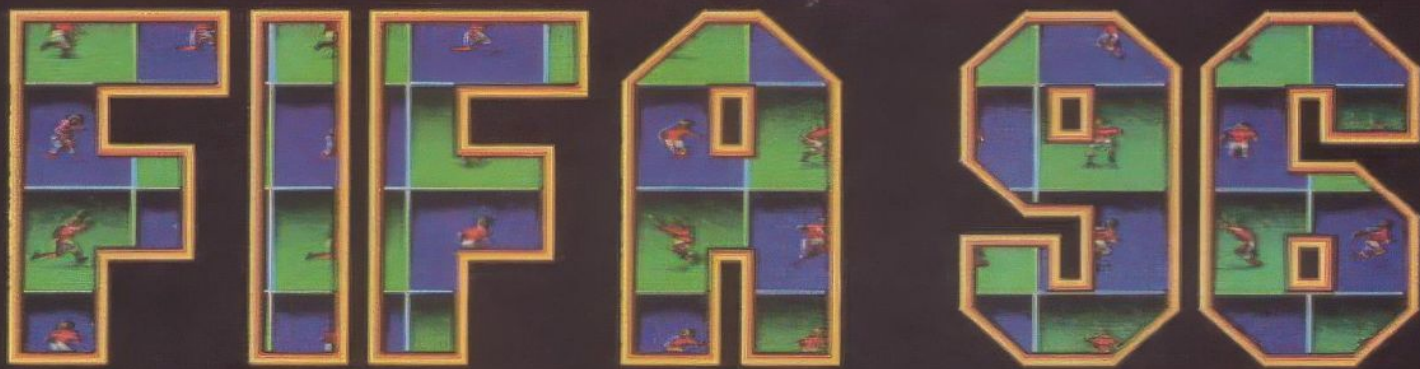
FIFA SOCCER '96

Reviewed by Chris Jones



GAME TYPE: SPORT
PLAYERS: 1-4

PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99



"Goal", "Goal", "Goal", "Goal", is the shout heard as your shot hits the back of the net in FIFA Soccer '96.

The game is brought to you by those sports sim kings Electronic Arts, and they've given 110% to make the finest soccer game seen on the Mega Drive yet.

They have improved the earlier versions and crammed in more options than ever before.

FIFA Soccer '96 drops you right in the middle of the world's most popular game. We already know that its graphics, sound and gameplay create an intense

soccer atmosphere - but with its new options you can get even more involved with the game. The new facilities include players that react to different coaching strategies, a 'create team mode' that allows you to assemble your own dream team, and a league creation system that enables you to set up leagues





that mirror 300 international club and country teams. Your players will be accurately rated and characterised to play like their real life counterparts. When you pick Manchester Utd., Eric Cantona will be the real "Ooh", "Aah"!

The game is played on a three-dimensional diagonally sloping pitch with a great stadium atmosphere. The graphics are good and the detail of the animation allows for flying headers, overhead kicks, tricky backheel's, one-two's and volley's. The



game is harder than the original versions to master. Computer controlled teams are not a pushover anymore. You need to think football to win. Passing, set-plays and patience are the keys rather than punting the ball down field Wimbledon-style and shooting a goal from 40 yards.

FIFA Soccer '96 also has endless play options. You can choose your strategies and opt for 'Attack' combined with a 'Sweeper' system. You can also have practice sessions with your team where you can set up training drills with attackers against defenders. Finally, there is also a transfer market, so you can attempt to buy success. The only criticism is that teams' strips don't always resemble their real life ones. Arsenal don't play in all red shirts! Also perhaps the gameplay suffers from over-complicating all the different options. However, this is a game worth dipping into the transfer market for. By this I mean transferring it from the shop to your Mega Drive.



FINAL COUNTDOWN

RAVES

Soccer magic!



GRAPHICS 95

SOUND 95

GRAVES

Not just a game about 22 men and a ball!



PLAYABILITY 80

OVERALL 90

Decap ATTACK

NANNY
KNOWS
BEST

COMPLETE
STORY

Script: NIGEL KITCHING & RICHARD RAYNER

Art: NIGEL KITCHING

Lettering: TOM FRAME

AT CASTLE FRANK N STEIN,
HEAD IS STILL RECOVERING
FROM HIS DRINK PROBLEM.

HOW IST DER
PATIENT GETTING
ON, NANNY?

NOW DON'T YOU
WORRY YOUR LITTLE
PINK HEAD ABOUT IT,
FRANKIE MY DEAR. I'LL
SOON HAVE HIM UP AND
ABOUT AGAIN.

NANNY'S
BROTH
(PATENT PENDING)

NO! NO! NOT THE BROTH!
ANYTHING BUT THAT!

SILLY HEAD,
IT'S GOOD FOR
YOU! ALTHOUGH
I DON'T RECALL
IT BEING GREEN
BEFORE...
OH WELL.

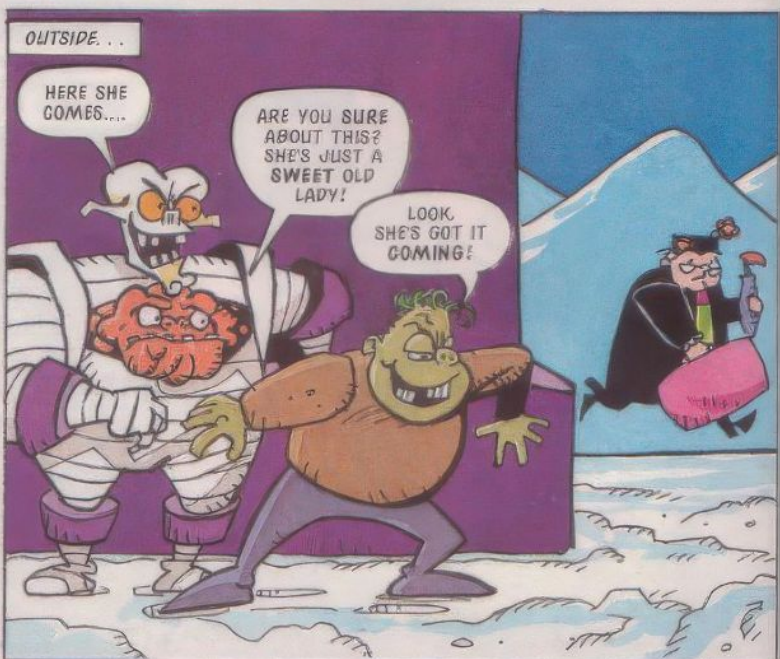
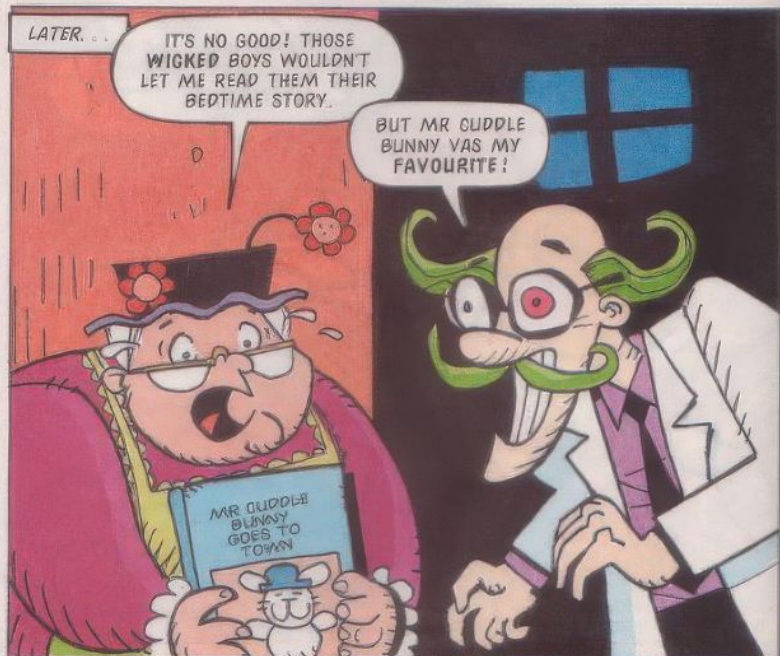
AAAAAAAAGH!

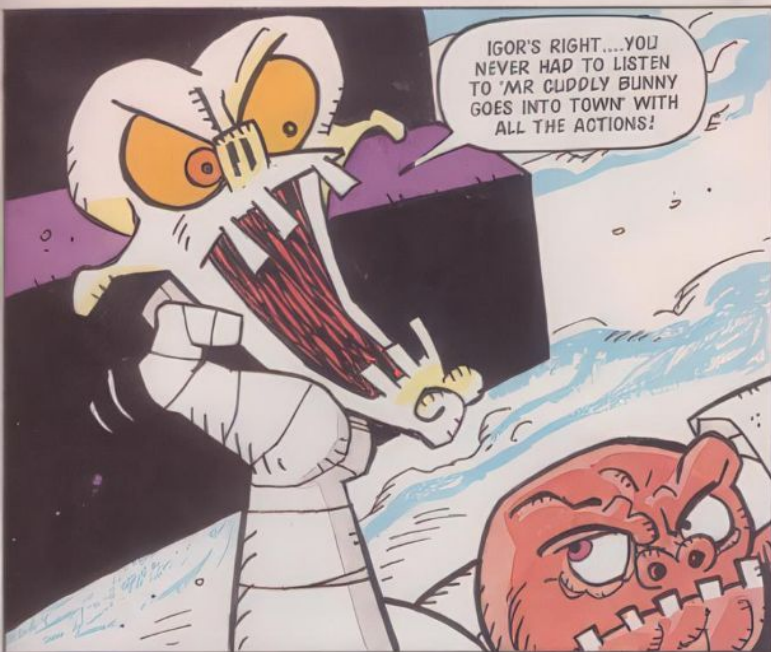
HOW VUNDERFUL
TO HAPF MINE
OWN NANNY BACK
MIT ME AGAIN!

HOW COULD DOSE
BRUTES KEEP HER
IN PRISON FOR DER
LAST TWENTY
YEARS?









KNUCKLES™

The Graveyard

Part 2

Script:
NIGEL KITCHING

Art:
NIGEL BOBBY

Lettering:
ELITTA FELL

KNUCKLES HAS JOURNEYED TO
THE KOHENYU GRAVEYARD.

HE CAME TO LOOK FOR A
REPLACEMENT FOR THE
DESTROYED MASTER
EMERALD.

SUDDENLY HE FINDS
HIMSELF FACING THE
VENGEFUL SPIRIT OF
THE HERD!

TIME
TO PAY FOR
YOUR SINS,
ECHIDNA!

THE
POISON FROM
THE DRYALID* IS GETTING
TO ME... THEY SAY IT
CAN CAUSE
HALLUCINATIONS!

MAYBE
NONE OF THIS
IS REAL!

*A NOXIOUS PLANT
WHICH ONLY GROWS
IN THIS REGION -
Megadroid.

CHAKK!

BUT THAT
LOOKED PRETTY
REAL!





UHHHHN...
THAT HAS TO BE
THE WORST
DREAM I HAVE
EVER...



OH!

YOU ARE
INDEED STRONG, ECHIDNA.
YOU SEEM TO HAVE
RECOVERED FROM THE
POISON.



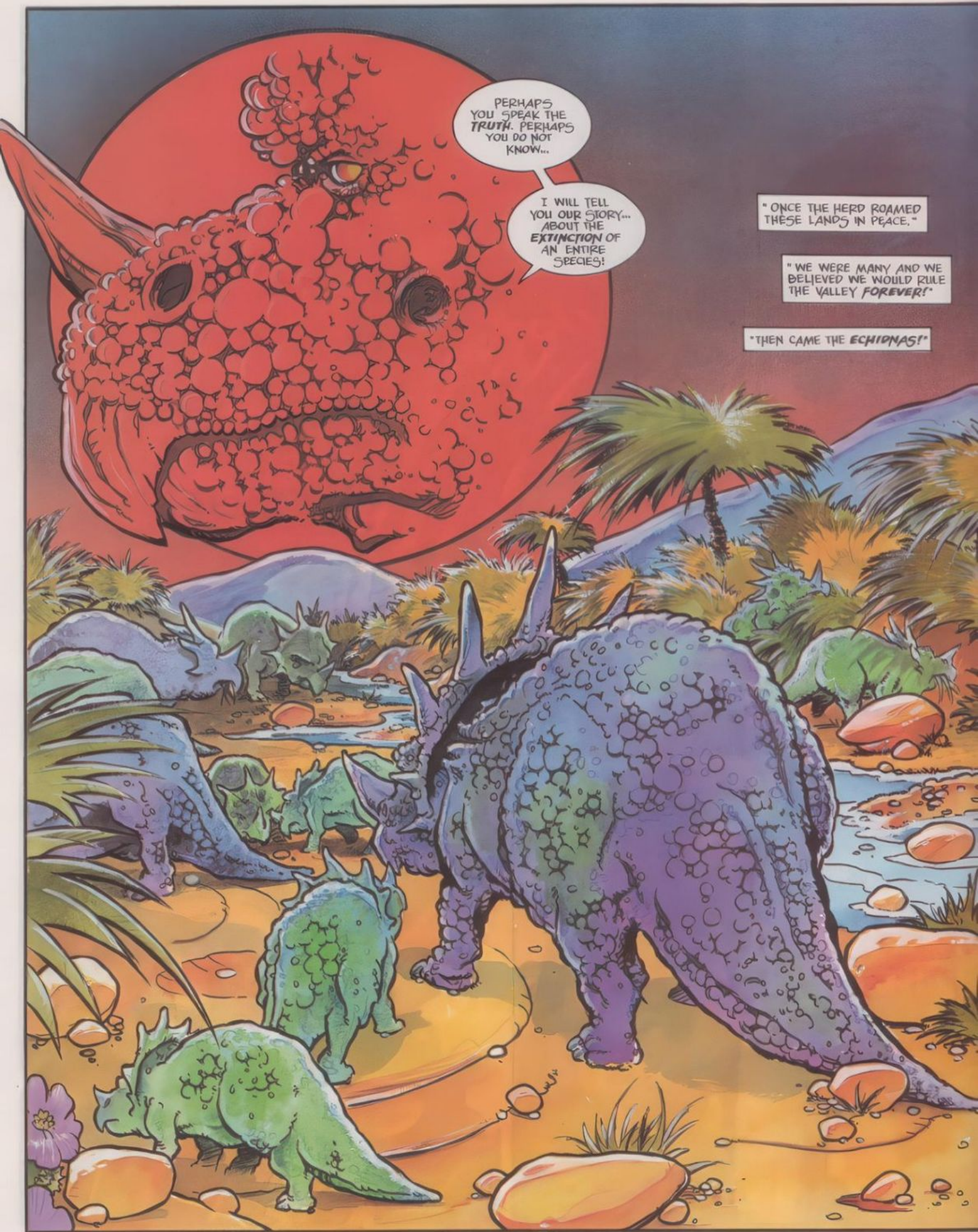
HEY,
I'M HERE! THIS
IS THE VERY
PLACE I WAS
TRYING TO GET
TO!

ALL
I NEED IS ONE
OF THE RAW
EMERALDS FROM
THIS CAVE... THEN
I'LL LEAVE. I
MEAN YOU NO
HARM!



YOU WILL
NEVER LEAVE THIS
CAVE, ECHIDNA!

LOOK,
I DON'T
UNDERSTAND...
WHAT'S THIS ALL
ABOUT?



PERHAPS
YOU SPEAK THE
TRUTH. PERHAPS
YOU DO NOT
KNOW...

I WILL TELL
YOU OUR STORY...
ABOUT THE
EXTINCTION OF
AN ENTIRE
SPECIES!

"ONCE THE HERD ROAMED
THESE LANDS IN PEACE."

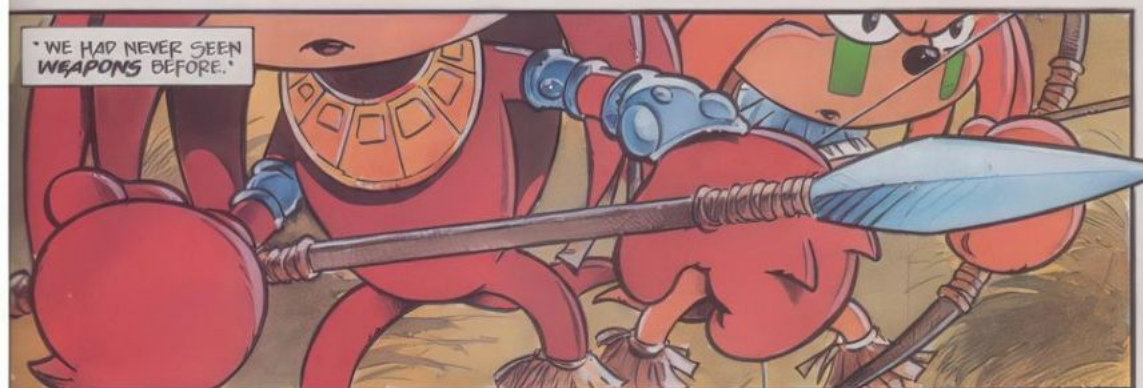
"WE WERE MANY AND WE
BELIEVED WE WOULD RULE
THE VALLEY FOREVER!"

"THEN CAME THE ECHIDNASI!"

"COMPARED TO US YOU WERE SMALL- WE IGNORED YOU."



"WE HAD NEVER SEEN WEAPONS BEFORE."



"IT TOOK YEARS, BUT THE OUTCOME WAS INEVITABLE."



NO
WAIT! I KNOW
THIS STORY. IT'S
PART OF ECHIDNA
ANCIENT
HISTORY!



CENTURIES
AGO WE HUNTED YOU
FOR FOOD... BUT WE DIDN'T
DESTROY THE WHOLE
HERD!

ALTHOUGH
THE HERD WAS MANY
HUNDREDS, WE HAD JUST
20 MALES. THEY WERE
THE SLOWEST...

AND
WE KILLED
THEM ALL... I
DIDN'T KNOW,
NOBODY
DID!



AND SO
YOU SEE, ECHIDNA-YOUR
KIND CAUSED THE
EXTINCTION OF AN ENTIRE
SPECIES!

AND NOW
IT IS TIME
TO PAY THE
PRICE!





ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



Problem Solver: David Gibbon.

BATMANTM FOREVER



SPECIAL Part 2



Welcome to the concluding part of *STC's Bat-File*, getting you through the trickier parts of this super-hero action game. Last issue, we left the Dynamic Duo fighting their way through the Criminal Circus. Now, we rejoin them as they come face-to-face with Two Face!

LEVEL FOUR - TWO-FACE'S HIDEOUT: WAREHOUSE

After breaking boxes, head left to discover a secret area and some rather nice collectables! Now, head all the way back and right. Continue right, fighting past

Saboteur and Blackguard, among others. Once you reach the part where there's only a small section of platform, fire your Bat rope straight up and climb into the crate above. Go right, jumping across each crate until there are no more available. Next, fly right and you'll pick up an extra life!



Once you're back on the ground, head right. Be careful when you come to the giant crushers. As one comes down, quickly jump up and fly over it! When you reach a room with an overhead switch, jump up to move it. Jump onto the crate that falls, then jump up and grab onto the screw. Head right, move another switch, then jump up and grab onto another screw. You'll now head left. Flick the switch when you come to it, and using another screw, head right again.

Once on the ground, go right, through a door to end. You'll then fight Sugar and Spice, after which you'll meet Two-Face himself. You must kill him quickly



otherwise his energy increases; the easiest and best way is to bend down and keep hitting his legs until he drops.

LEVEL FIVE - RITZ GOTHAM

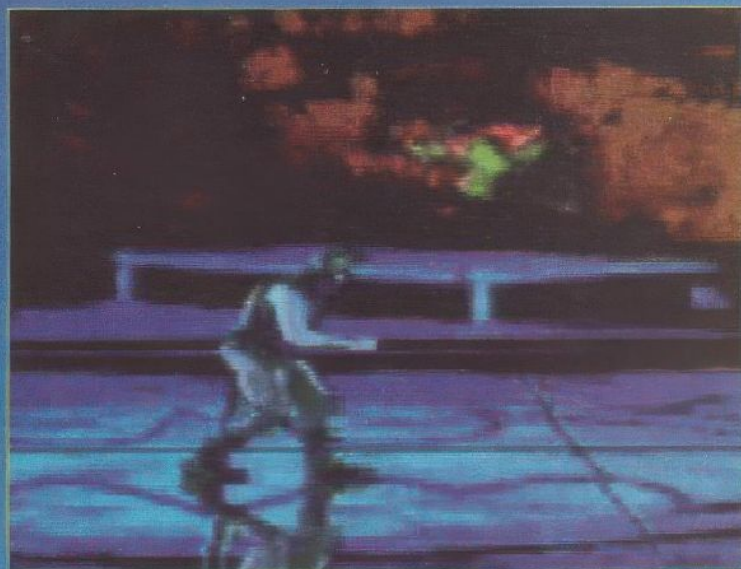
fairly simply level, when you know how!

Ensure you drop down the last hole to the right of the level. If you don't you could be on for hours trying to finish it! Once you're in, make your way across by grabbing onto the screws and flying. Make sure you stay on the left of each platform, however, because the rest will collapse! Be warned: some of the baddies on this and future levels have the habit of disappearing! When this happens, just keep lashing out and hope for the best! Once on the ground, hit the top-left switch to complete the level!

LEVEL EIGHT - CLAW ISLAND

If you've got this far then give yourself a big pat on the back. Only don't get smug as this is the hardest level in the whole game.

Once inside the brain room you must pass a mental test in order to save Doctor Chase Meridian, which is no easy task! The idea is to swing on the heads that keep moving in and out of the wall. Perfect timing is required or you'll end up flat on your face. Go round the level touching each green box. Try and get round as fast as possible, otherwise the green boxes will need re-lighting all over again! If you manage to do that,

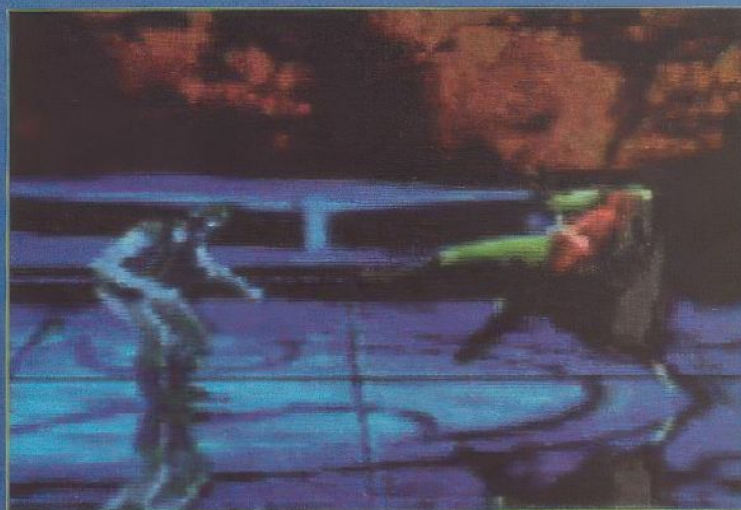


you then get to grips with the Riddler. After that you must face a giant marshmallow-man look-alike Riddler. If you complete that, you'll have completed the game.

Well done and Holy games playing, Batman!

TOP TIPS

1. **Batman Forever** features collectables throughout the game and in many hidden areas. Ensure you pick these as they provide everything from extra energy to an extra life. For example, try kicking the statues and bushes in Level Two!
2. The game contains secret areas hidden in every single level. Keep searching high and low - there are loads of them to discover! You can even access one while travelling on the lift in level two!



NEXT ISSUE: BEAVIS AND BUTT-HEAD.

COMMANDER BRUTUS, A ROBOT TROOPER PROGRAMMED WITH THE SAME PERSONALITY AS DOCTOR ROBOTNIK, SECRETLY PLANS TO TAKE CONTROL OF PLANET MOBIUS!

HAHAHA!
THANKS TO THIS
MIND SCANNER I NOW
POSSESS A COPY OF GRIMER'S
SCIENTIFIC KNOWLEDGE!
I CAN BUILD MY OWN
BADNIKS!

UHH...



SONIC'S WORLD
Brute Force Part 2
Script: LEW STRINGER Art: CARL FLINT
Colouring: BONDIE COX Lettering: STEVE POTTER

WH... WHAT
HAPPENED?

ER... YOU,
UM... FAINTED!
THE STRAIN OF
THE JOB MUST
BE GETTING
TO YOU!*

*ACTUALLY, BRUTUS ZAPPED HIM
IN THE LAST ISSUE! - Megadroid

YOU
JUST SIT AND
REST, GRIMER! I
HAVE BUSINESS
TO ATTEND
TO!

GOOD
LUCK! HOPE
THOSE MIND
SCANNERS
WORK!

OH THEY
DO... ER, I MEAN
I'M SURE THEY
WILL!

SHORTLY...



FWOOSH!

INSIDE THE
TROOP SHIP...



SET COURSE
FOR THE SECRET
LOCATION I GAVE YOU THE
CO-ORDINATES FOR,
TROOPERS!

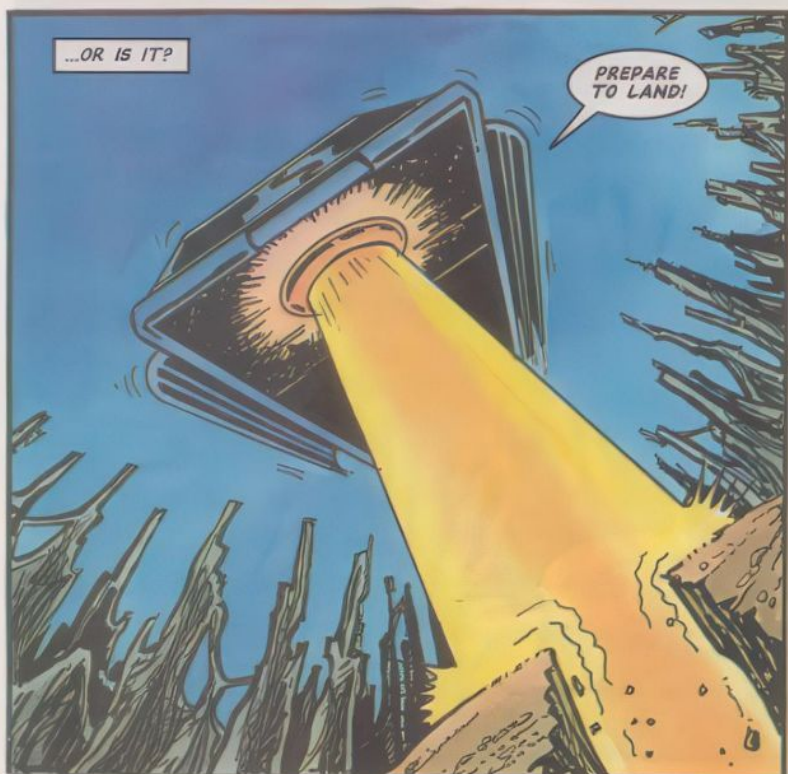
AYE
AYE, SIR!

THE MISERY ZONE! ONCE HOME TO A RACE OF
EVIL MONSTERS, BUT NOW DEVOID OF ALL LIFE.*



*SEE ISSUE 32. - Megadroid.

...OR IS IT?



PREPARE
TO LAND!



NOW
LET'S SEE
HOW OUR
"GUESTS" ARE
GETTING
ON!



GOOD MORNING, PRISONERS!



WH-WHY ARE YOU KEEPING US HERE? DOES DOCTOR ROBOTNIK KNOW AB--

SILENCE!



I DID NOT CAPTURE YOU FOR ROBOTNIK, I CAPTURED YOU FOR MY OWN PLANS!"

"LAST ISSUE. - Megadroid.



WOW! DOES THAT MEAN WE'RE NOT GOING TO BE TURNED INTO BADNIKS?

HOORAY FOR COMMANDER BRUTUS!



NO, IT MEANS YOU'RE GOING TO BE MY BADNIKS!

OH WELL. IT WAS A NICE THOUGHT WHILE IT LASTED.

I WAS WARNED THERE'D BE DAYS LIKE THIS!



THE COTTON FACTORY ZONE, WHERE JOHNNY LIGHTFOOT IS INVESTIGATING REPORTS OF SLAVE LABOUR...

IT'S TRUE, JOHNNY! ROBOTNIK USES OUR WOOL TO MAKE HIMSELF EGG COSYS AND SOCKS AND PAYS US NOTHING!

YOU MEAN ROBOTNIK ACTUALLY HAS MORE THAN ONE PAIR OF SOCKS? YOU'D NEVER GUESS WHEN YOU'RE UPWIND OF HIM!

CAN YOU GET SONIC TO HELP US?

MAYBE I CAN SORT THIS OUT. AFTER ALL, SONIC, AMY, AND TAILS ALL GO OFF ON THEIR OWN ADVENTURES, BUT I NEVER GET A CHANCE TO...

...STAND ALONE!

oer!

SURRENDER, LIGHTFOOT! YOU ARE OUTNUMBERED!

MMM! SO I SEE!

NEXT ISSUE: RUN, RABBIT, RUN!



SPEED
LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/21 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).



Graham Stoddard, Alton, Hants.

FRIEND OR FOE?

Dear Megadroid,

I have a book called 'Sonic the Hedgehog' which says that Doctor Robotnik was a scientist who helped Sonic until an explosion turned him evil. It even says that Robotnik provided him with his red trainers. Can this be true?

John Foley, Wicklow Town,
Rep. of Ireland.
MD Owner.



The full facts of Robotnik's origin are revealed in this very issue in *Return of Chaotix*. How's that for service!



Craig Finch, Blackbird Leys, Oxford.
GG owner.

KNUCKLE UNDER?

Dear Megadroid,

I've had an argument with some pals at school. The reason is that they say Knuckles is a girl, but I know he's a boy! Could you please prove this?

Thomas Bullen, Letchworth, Herts
MD owner.



I thought Knuckles was an echidna, Thomas!

CLEAN SOLE!

Dear Megadroid,

You may think this is a silly question, but why are Sonic's sneakers always so clean?

David Sigley, Crewe, Cheshire.
MD & GG Owner.



Good breeding!

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL
SEGA SONIC & KNUCKLES DISPOSABLE CAMERA,
COMPLETE WITH 27 FULL-COLOUR FUJI EXPOSURES.



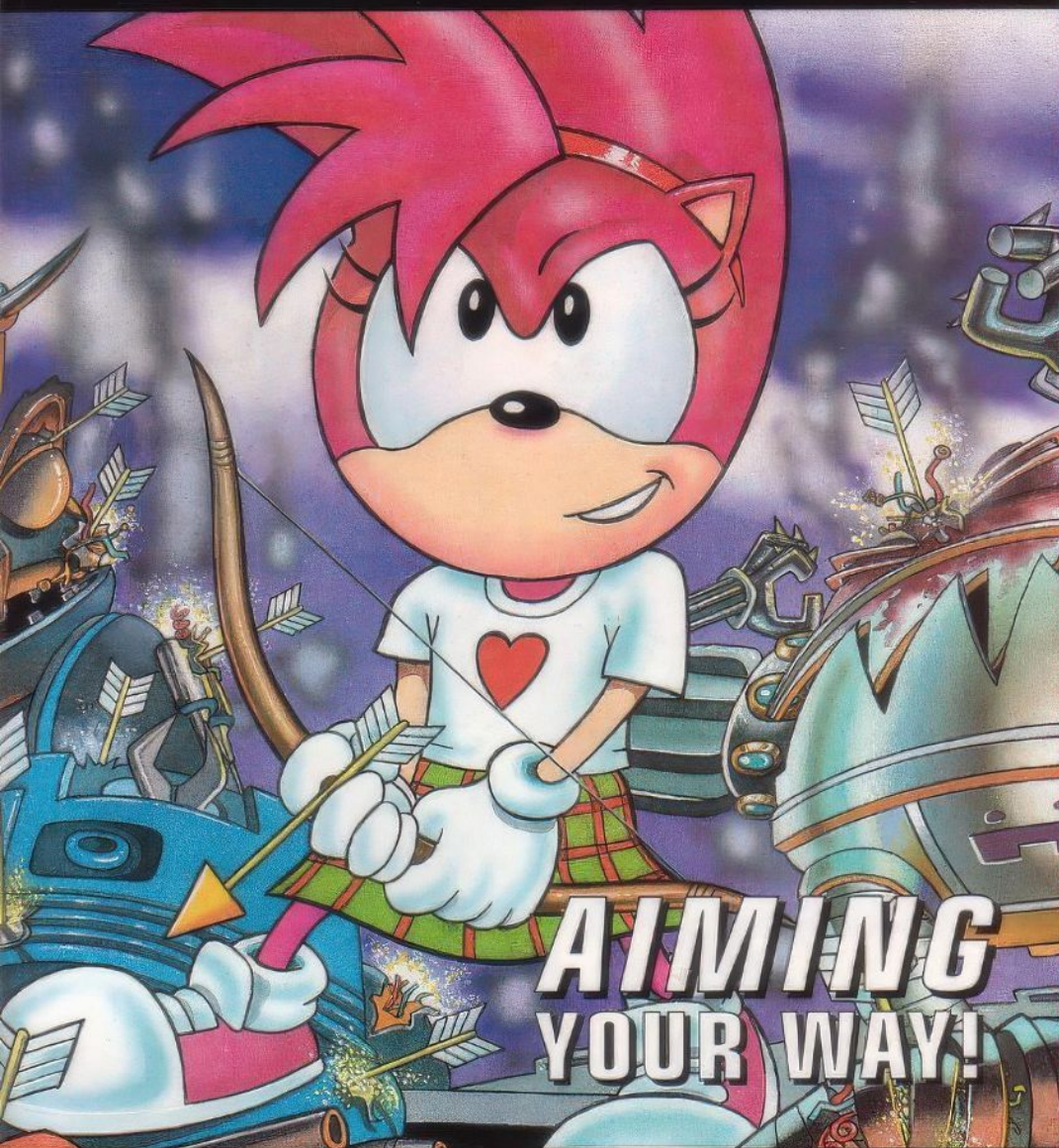
Send your e-mail
messages to:

slc@richb.demon.co.uk

Be sure to include your
snail mail (postal) address
if you want to win a prize!

NEXT ISSUE

FREE VALENTINE'S CARD!



AIMING YOUR WAY!

PLUS

SONIC!
THE ORIGIN!

KNUCKLES!
GHOSTLY REVENGE!

DECAP!
MONSTER MARRIAGE!

SONIC'S WORLD!
OUTNUMBERED!

YOUR SWEETHEART ART!
BEAVIS & BUTT-HEAD Q ZONE!

STC 71 - £1.20
ON SALE SAT, 3 FEBRUARY '96

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG ☐

MCD ☐

MD ☐

MM ☐

MS ☐

32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

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